

## **Ambush - Hishna**



**Alteration, Illusion/Phantasm**

Level: 2

Range: 0

Components: V, S, M

Casting Time: 1 turn

Duration: Special

Area of Effect: 3 individuals/level

Saving Throw: Neg.

This spell allows the caster and other individuals (up to 30 at 10th level) to conceal themselves in any kind of outdoor terrain. The concealed characters must remain reasonably still and silent, or the spell will be broken, but as long as they do so they will blend in with the landscape—be it trees, short grass, even a flat expanse of sand.

If a party approaches the ambush, the leading character in that party is entitled to a saving throw vs. spell. If successful, this negates the magic and the leading character has the normal chance to discover the ambushing party. Failure means the ambushers will surprise the party unless other factors intervene.

Notes: Restricted to practitioners of hishna magic (the Maztica setting).